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GAME GEAR

Quest for the Shaven Yak

Starring

REN & STIMPY™



NICKELODEON™

SEGA™

572-1380

EmuMovies

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, crush it or get it wet.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.



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Sega's Gameplay Hotline

For gameplay help,
call 1-415-591-PLAY

Setting Up

1. Set up your Sega Game Gear and make sure the power switch is OFF.
2. Insert the *Quest for the Shaven Yak* cartridge into your Game Gear, and turn the power switch ON.
3. In a few moments you'll see the Title Screen, followed by three different game demos of Ren and Stimpy in action.
4. Press the **Start** button to go back to the Title Screen.
5. Press **Start** again to see the Game Menu.
6. Press **Start** for a new game OR press the **D-Pad** down to highlight "Continue" and press **Start** to open the Password Screen. (See page 11 to use the Password Screen.)

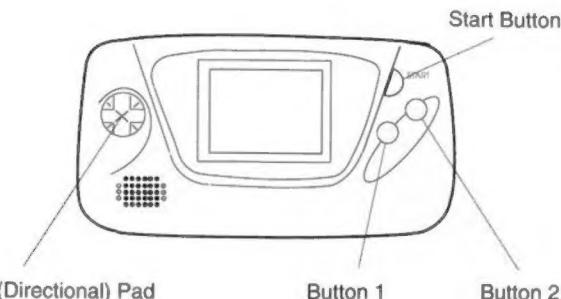


Important

Always turn the power switch OFF before inserting or removing the cartridge.



Button Controls



Action	Button Press
• Choose Ren or Stimpy to start play	D-Pad right or left, then Start
• Move right or left	D-Pad right or left
• Fire weapon	Button 1
• Jump	Button 2
• Special jump	D-Pad up + Button 2 (Ren does a super high jump. Stimpy does a triple stomp.)
• Duck down	D-Pad down
• Pause /resume the game	Start

The Greater Than Great Yak Hunt



Can you believe this? The Great Shaven Yak, the symbol of Ren's favorite holiday, has forgotten his hooves. Without them, the Great Yak will NEVER return for another Yak Shaving Day!

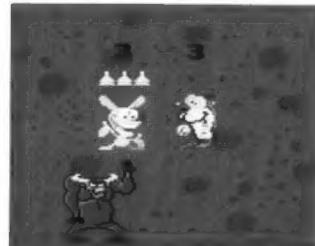
Ren and Stimpy must now trek forth through strange, dangerous lands, crammed with weird and

often disgusting creatures, to return the hooves. Armies of tree lobsters, messy birds, nutty squirrels, homicidal hoop snakes and crazed swamp stuff will try to stop them!

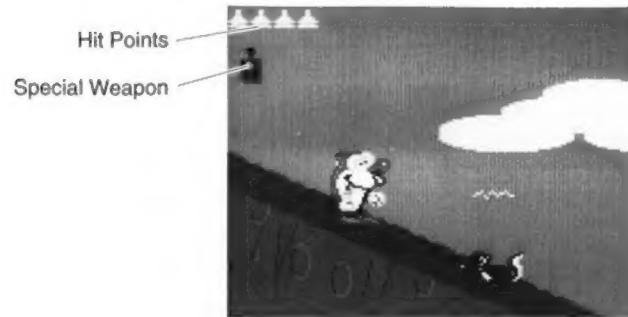
The boys are ready for trouble. Ren throws bristly toothbrushes (no bad breath allowed). Stimpy grosses out attackers by spitting slimy hairballs. Yeeechhh! That's not all. There's ear-picking, tooth-picking, assorted scratching and other bad manners! Hey! What are we waiting for? C'mon, man! We gotta go find that Yak!

Getting Into the Game

1. Press **Start** to bring up the Selection Screen.
2. Use the **D-Pad** to choose Ren or Stimpy. The Great Shaven Yak himself will stand under the one you choose. (The number of lives each pal has appears above his head.)
3. Press **Start** to begin the quest.



On the Track of the Shaven Yak



Hit Points

Ren and Stimpy have three lives each at the beginning of the game. Each life has three hit points, shown at the top of the screen as three baby bottle tops.

If Ren or Stimpy is injured, he loses half a hit point. He can gain back hit points, and even extra lives and other bonuses, by picking up power-ups. If he loses all his hit points, you'll return to the Selection Screen as long as you have at least one life remaining for either Ren or Stimpy.

You can choose either character to continue. When a character loses all his lives, you won't be able to choose him. When you continue, you'll either start the level from the beginning, or from the last level marker you passed.

Special Weapon

Special weapons are more fun to use and protect you better than your regular weapon. If you're using one, it appears at the top of the screen under your hit points. (See page 6 for more details.)

Mighty Weapons

Ren and Stimpy aren't limited to toothbrushes and hairballs. The boys can pick up some very serious defenses along the way. Here's the rest of their arsenal:

- **Toast** — Hurl this for a curvy attack.
- **Soap** — Launch killer bubbles at overhead attackers.
- **Remote Control** — This weapon looks sort of like a bottle and fires a triple zap.
- **Happy Helmet** — Makes you invincible to all attacks.

When you pick up a weapon, you start using it right away. Toast, Soap and the Remote Control are good until Ren or Stimpy takes a hit. He won't be injured, but the weapon is lost until another one is picked up.

The Happy Helmet lasts for about ten seconds. Your character will flash and you'll hear a special tune playing when the Helmet is on.

Ren & Stimpy's Special Skills

Special Jump: D-Pad up + Button 2

- Lightweight Ren does a super high jump. He can also walk over spots where his heavier pal will fall through.
- Heavy-duty Stimpy bashes down through obstacles such as small branches with his triple stomp. He can reach secret places for prizes that Ren can't get to.

Powerfully Powerful Power-Ups

Ren and Stimpy can restore their hit points and gain extra lives by picking up power-ups. These items are scattered along the way or dropped by exploding enemies:

- **Money Bag** — One half hit point.
- **Bag of Gritty Kitty** — Five whole hit points.
- **Shaving Scum** — One extra life.
- **Walking Crock-O-Stimpy** — Catch up to him to gain one extra life.

Note: Additional, special power-ups can be found in each level. See pages 9-11 for more information.

Yak Questing Tactics

- Shoot all the enemies, rocks and other obstacles along the way to scare up hidden weapons and power-ups.
- Jump on **Logs** and **Canoes** that can float you to unreachable spots and higher or lower places.
- Run past the **Fire Hydrants**. They are level markers. When you return to a level after a defeat, you'll restart from the position of the last Fire Hydrant instead of from the beginning of the level.
- Some enemies cannot be defeated. You'll have to figure out other ways to pass them.



Clearing the Stages

Each level has three stages. When you reach the end of a stage, you'll celebrate with a little dance to the Muddy Mudskipper Theme Song. Then you'll see a score screen totaling the points you've won in the stage you just finished.

Beating the Bosses

A Boss, the toughest enemy to beat, attacks at the end of each level. A Strength Bar appears at the bottom of the screen for this final fight. As the bar decreases, the Boss weakens. Keep on pounding him with weapons until the bar is gone, and you've cleared the level! Then celebrate with the Happy Happy Joy Joy Dance!

Note: Each level has a different ugly, dangerous and difficult Boss.



Boss's Strength Bar

Continuing a Game

When both Ren and Stimpy lose all their lives, you probably think the game will end and you have to start over from the beginning. But that doesn't happen!

Wait until Ren and Stimpy are in the bathroom, and then press **Start**. Now you can choose Ren or Stimpy (both with three lives) and restart the game from the beginning of the last stage you played. You get three Continues per game.

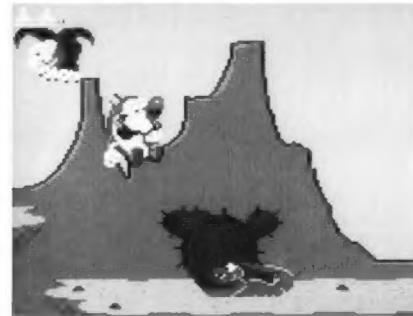
The Great Beyond

The Blacker Than Black Forest



A woodsy world of deadly spikes, squirrels, bluebirds, bees, woodpeckers, porcupines and very rude skunks. Make the bears cry and you'll get by. Find **TVs** for one extra half hit point.

The Stinking Dry Desert



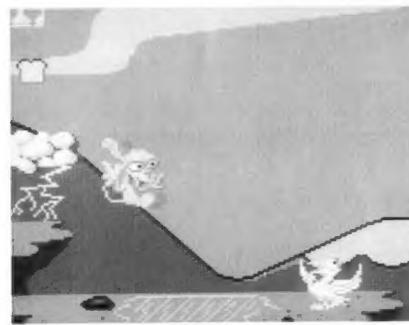
Killer cacti, prickly tumbleweeds, dust devils, bone-tossing skeletons, spitting iguanas, bottomless drops, buzzards that try to turn you into an omelet and drippy, spidery mines! Beware of the lemonade mirage. Find **Canteens** for one extra half hit point.

The Stinking Wet Bayou



Mosquitoes as big as pigeons, quicksand swamps, fierce frogs, butterflies, crabs and snakes, snakes and more snakes! Find **Dad's Boots** for one extra half hit point.

The Perilous Mt. Hoëk



Hit the high country of arctic snow cluckers, butting goats, slimy slugs, icy roads, crackling lightning, crumbling bridges, rocky mountain crabs and those egg-bombing buzzards. Find the **Roast Chicken** for one extra half hit point.

The Great Frozen North



A polar peril with killer bunnies, razor sharp icicles, ravenous fish and menacing penguins. Don't fight the snowballs. Find the **Ear Muffs** for one extra half hit point. You are close on the track of your hero the Yak!

Passwords

Complete a level and something will happen to make Ren or Stimpy say a password. Copy it down for a quick return to that spot in the game. To use a password:

1. Choose "Continue" from the game menu at the start of the game.
2. Enter the password on the screen that appears. Press the **D-Pad** up/down to choose a letter, and left/right to highlight a different letter position.
3. Press **Start** when the password is complete. If it's correct, the word "JOY!!!" will appear and the game will begin. An incorrect password results in the word "SORRY!"

Note: Press **Button 2** to exit the screen without entering a password.

Credits

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<i>Layouts</i>	David A. Bean, Alan Hickey
<i>Additional Enemy Behaviors</i>	Cheryl Harada
<i>Music & Sounds</i>	Eric Swanson
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<i>Special Thanks</i>	Darin Hilton, Shippy Ohka, Laura Smith

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Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

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If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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